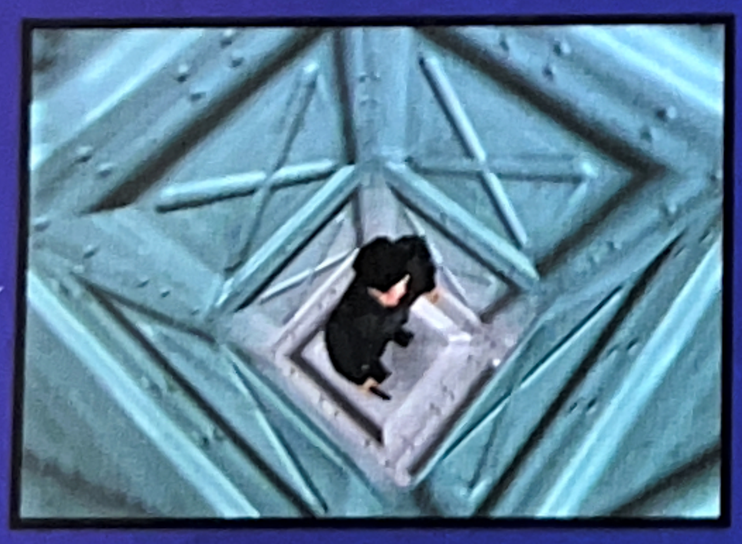
Mission 1 Arkangelsk

Part 2 FACILITY

The chemical weapons plant is one of the deadliest spots on earth. Not only does the facility store lethal gases, it is also guarded by a crack squad of soldiers with orders to shoot intruders on sight. To make things even worse, many areas of the facility are sealed off and locked by security systems. In some areas, you'll have to watch out for tanks of poisonous gas.

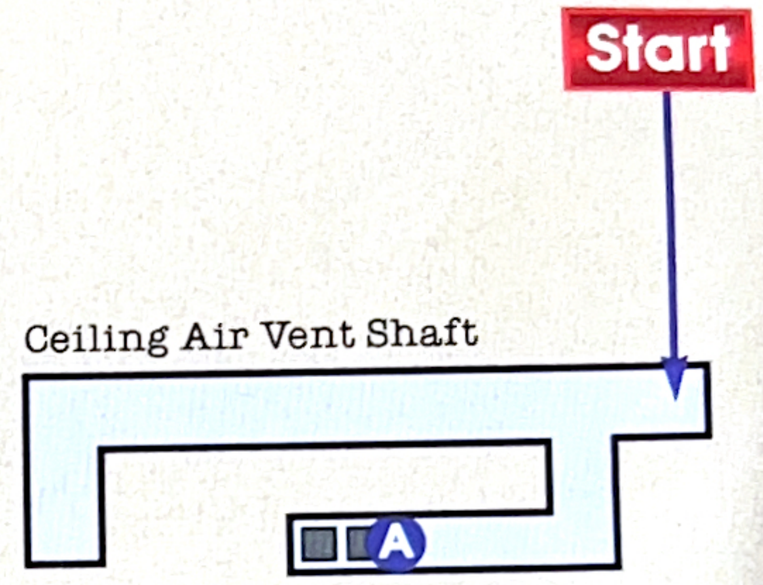
BRIEFING

This is the critical part of the mission, 007. Once you're inside the chemical weapon facility, you'll have to make your way to the bottling room where the storage tanks of lethal gas are kept. We have had an operative in position in the plant for several months—a Dr. Doak. You may be able to receive a door decoder from him if you find him in the lab area. If you can, try to prevent injury to the scientists and technicians. In any event, you are to rendezvous with 006 to complete the mission. He should be in position by the time you arrive.

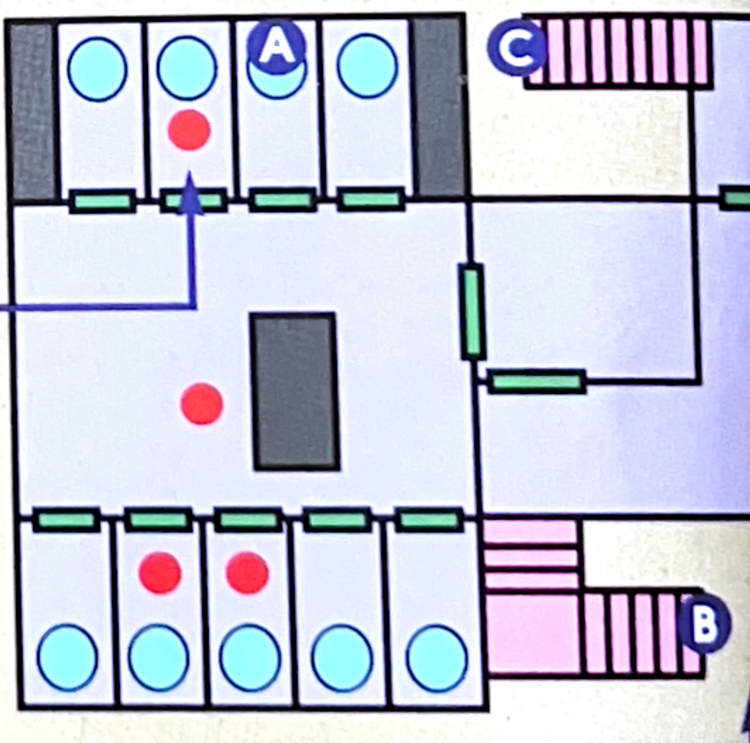


Unlocking the Way

You won't have the luxury of the sniper rifle's long distance attack during this part of the mission. Instead, you must rely on your silenced PP7 to get you started. The first task is to get the Key Card to the security room, then open the door to the main lab area. After securing the second security room, you'll head up to the second floor lab and from there go to the bottling room.



The hidden guards in the stalls could relieve you of your life. They won't start shooting until you open the door or make a racket. Use the silenced PP7. You can eliminate one guard while you're still in the air vent.



After leaving the restroom, you'll run into two guards on patrol at the bottom of the stairs. While still on the second floor, you can crouch and shoot the guards as they walk below you. If you go downstairs to meet them, you could be caught in a cross fire. You may find another guard behind you when you exit the restroom.

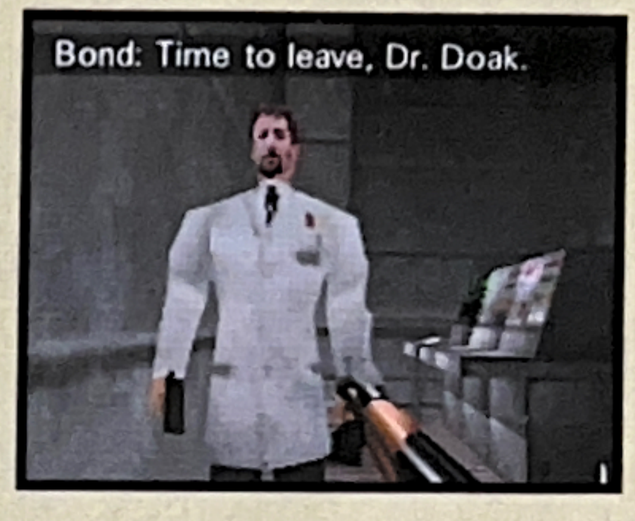
FACILITY OBJECTIVES

Agent | **Secret Agent** | **00 Agent**

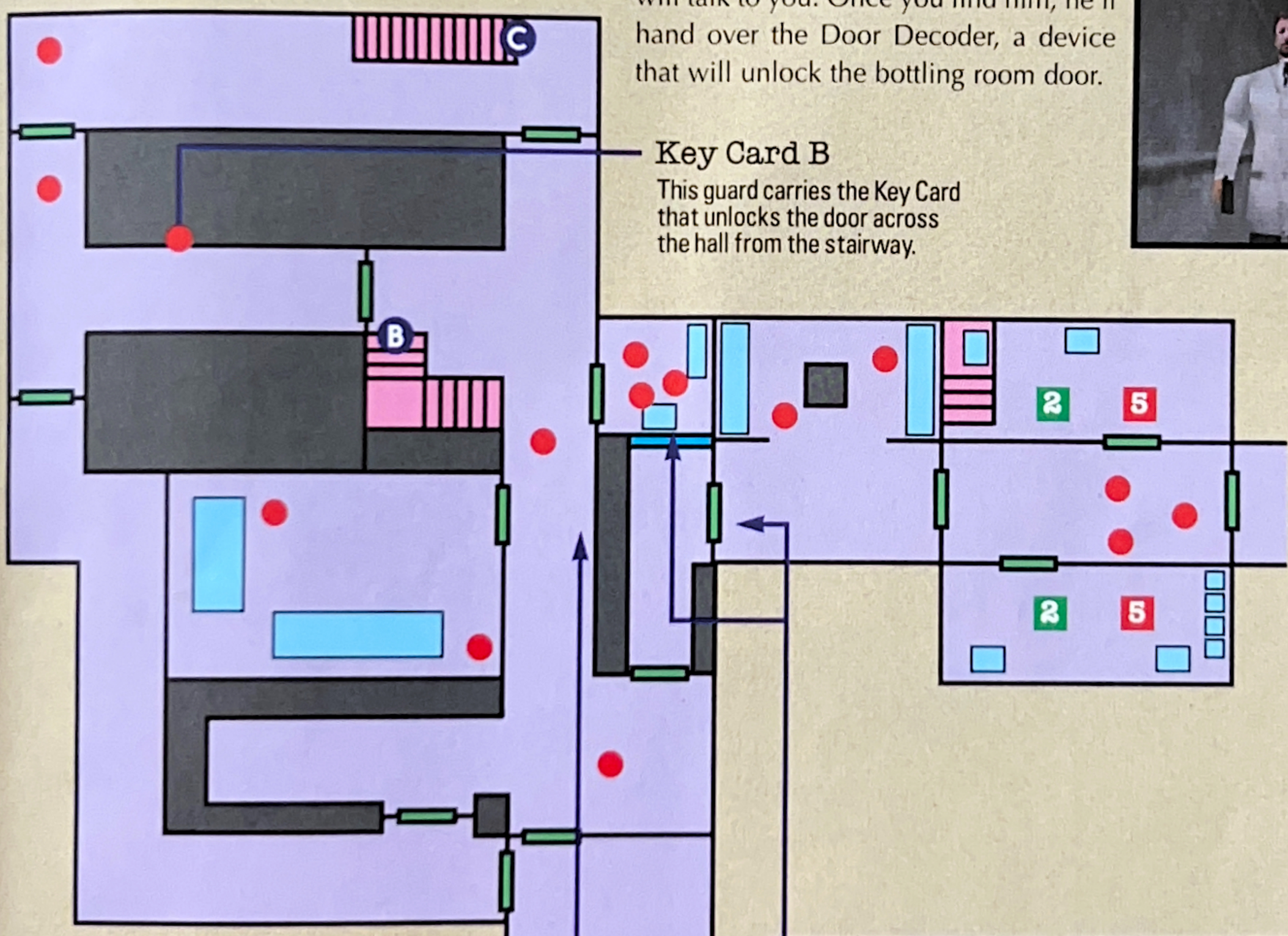
1. Gain Entry to the Laboratory Area (Page 24)
2. Contact the Double Agent
3. Rendezvous with 006 (Page 25)
4. Destroy the Tanks in the Bottling Room (Page 25)
5. Minimize Scientist Casualties (Page 24)

2 CONTACT THE DOUBLE AGENT

In Secret Agent and 00 Agent level missions, you must meet up with Dr. Doak, either in the second floor lab area or in the room indicated on the map here. Doak is the only scientist who will talk to you. Once you find him, he'll hand over the Door Decoder, a device that will unlock the bottling room door.



1st Floor



Key Card B

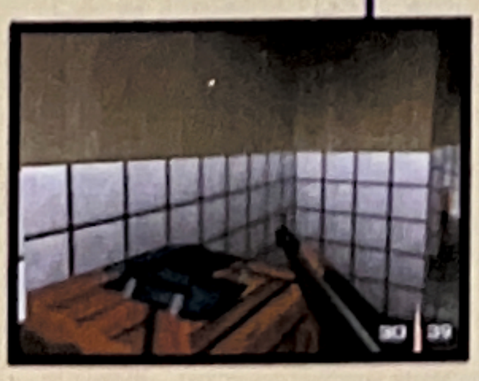
This guard carries the Key Card that unlocks the door across the hall from the stairway.

TO PAGE 24

After dispatching all the patrolling guards, lure the three sentries in the security room outside so you don't inadvertently blow up the computer console that operates the security door. Use the KF7 to finish them off quickly. Don't worry about the noise.

Body Armor

Pick up this Body Armor in the Agent and Secret Agent levels. You may need it in the locker room just ahead, or when trying to get into the security room before the labs. It doesn't appear in the 00 Agent level.



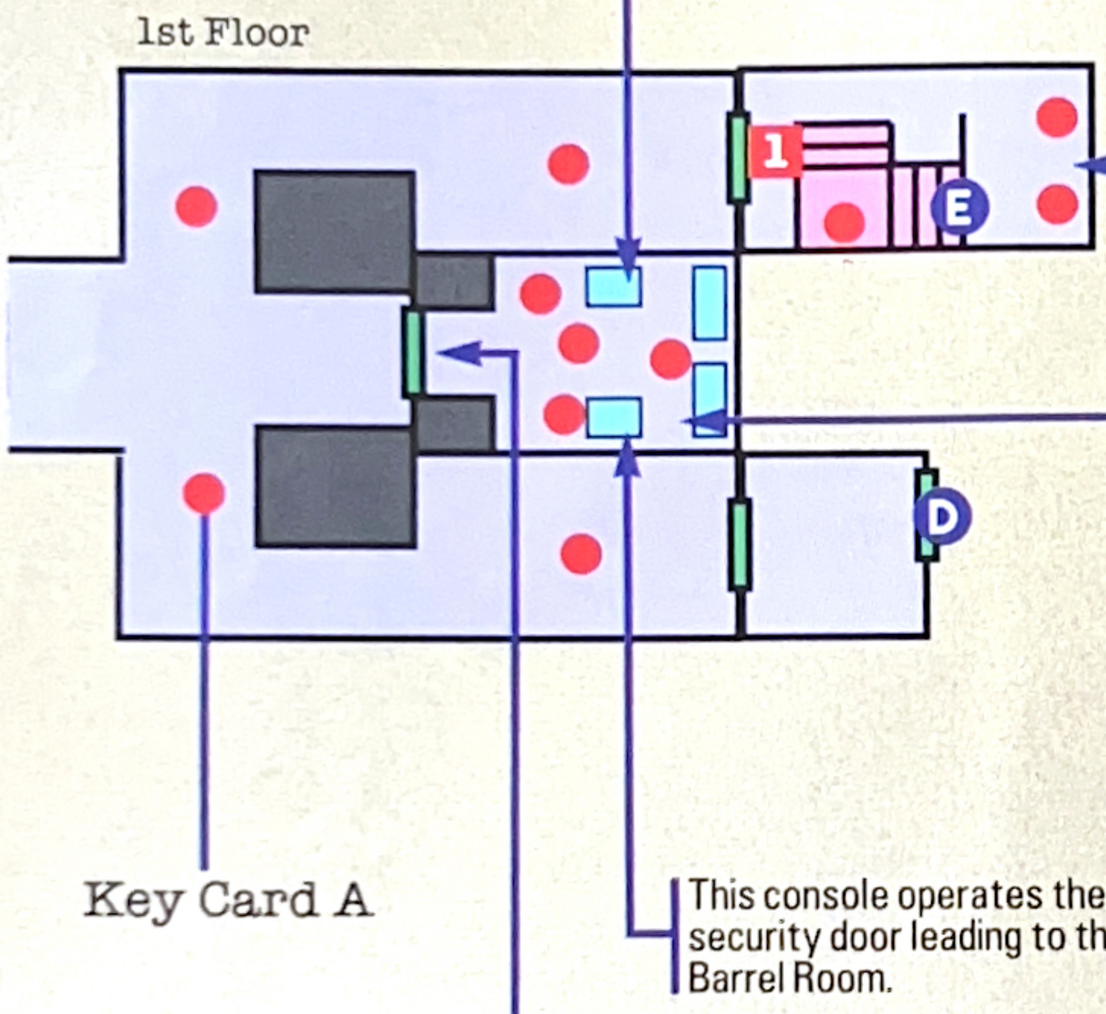
Drawing A Crowd?

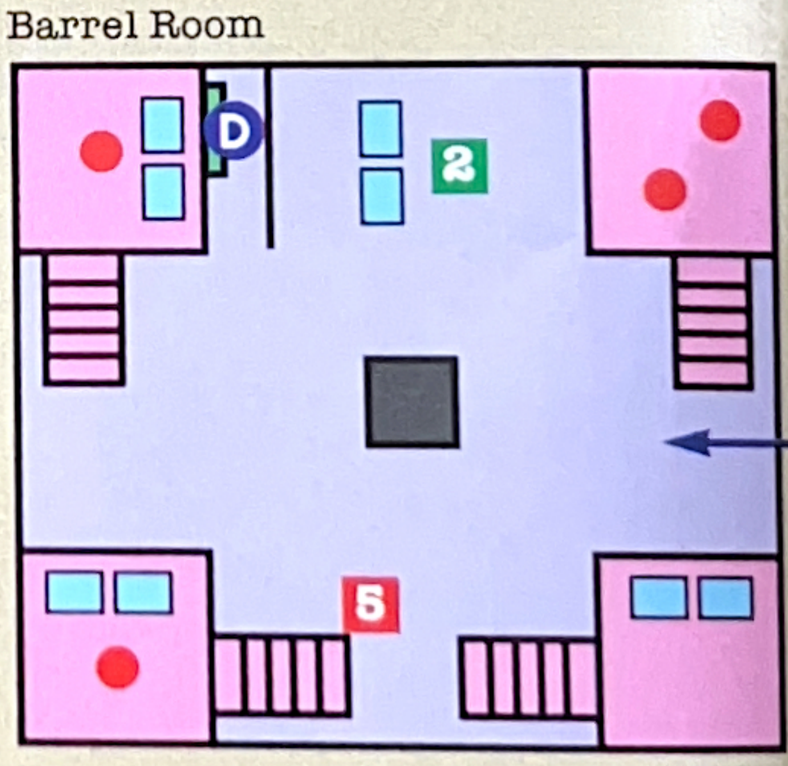
The last thing you need is to draw the attention of unwanted guards as you make your way into the lab area. Use stealth and your silenced PP7. In the locker room, sidestep out from cover to pop the two guards. Then go back to the area you just cleared and take out the four guards that appear. Finally, head to the long corridor and use the doorways for cover.

5 MINIMIZE SCIENTIST CASUALTIES

The scientists in the facility may not be completely innocent, but your mission requires you to consider them as civilians and not to fire on them. If you shoot three scientists by mistake, you'll fail this mission objective.

This console activates the security door leading to the labs. Draw the guards outside, safely away from the console, to finish them off.





After defeating the guards in the hallway, you must face four guards inside the security room. Draw them out of the room by giving them a brief glimpse of you, then back off into the hallway and turn the corner. From there, you can pick them off one by one when they come into view.

1 GAIN ENTRY TO THE LABORATORY AREA

Once you pass the door into the lab area, you'll complete the first mission objective. The most difficult part is getting into the security room to trigger the door. It is filled with guards, and on the 00 Agent level, the guards don't miss. The caption above explains the best strategy for clearing the room. Once it's clear, head to the left console to open the door to the labs.

If you go in the Barrel Room, you'll find white barrels full of chemicals and guards on the upper platforms. Don't shoot the barrels or you'll be trapped!

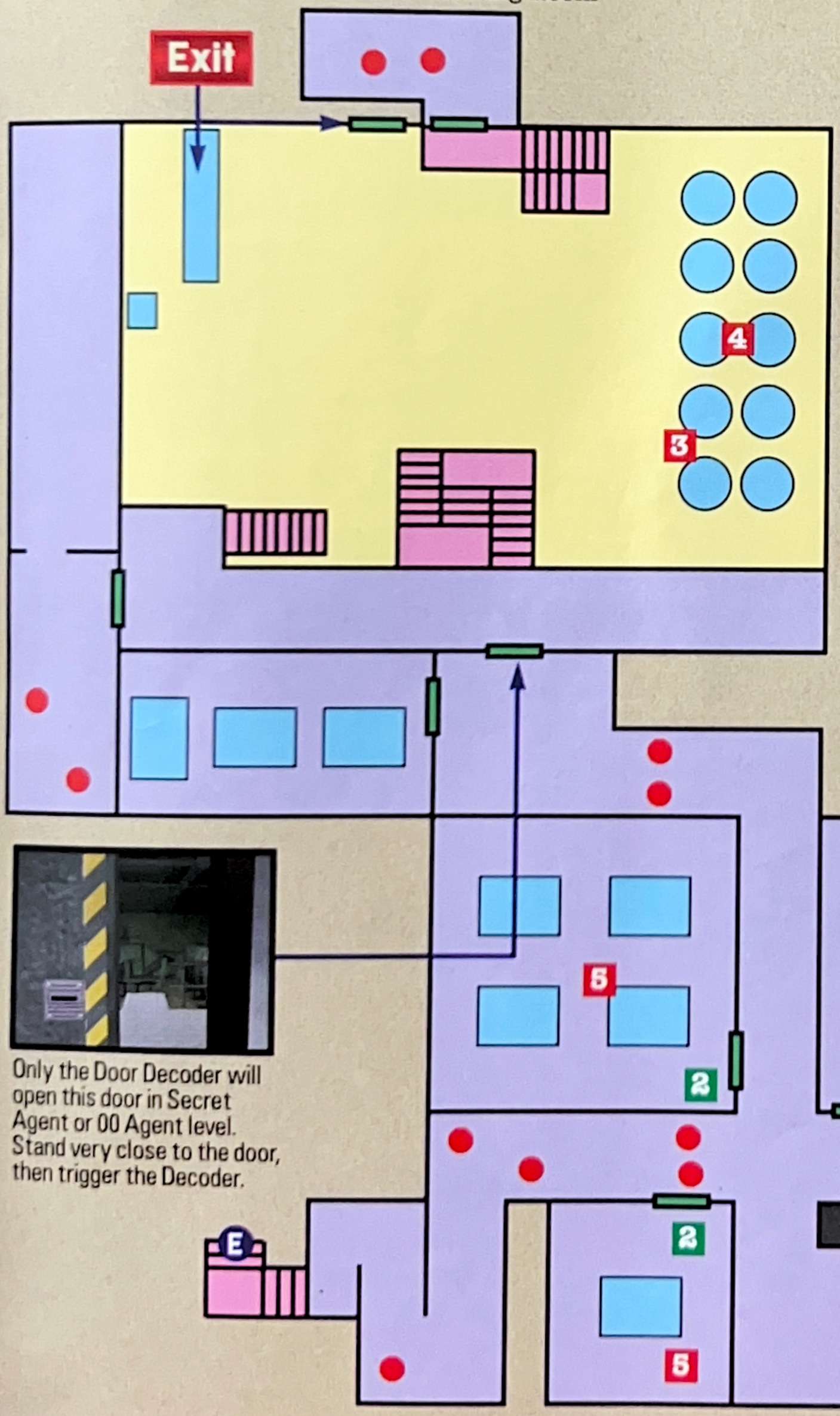
3 RENDEZVOUS WITH 006

Alec Trevelyan, agent 006, has arrived in the bottling room ahead of you. Go about your business setting the remote mines on the tall tanks, but be sure to talk to 006 before detonating the mines. By talking to Trevelyan, you fulfill the third mission objective.

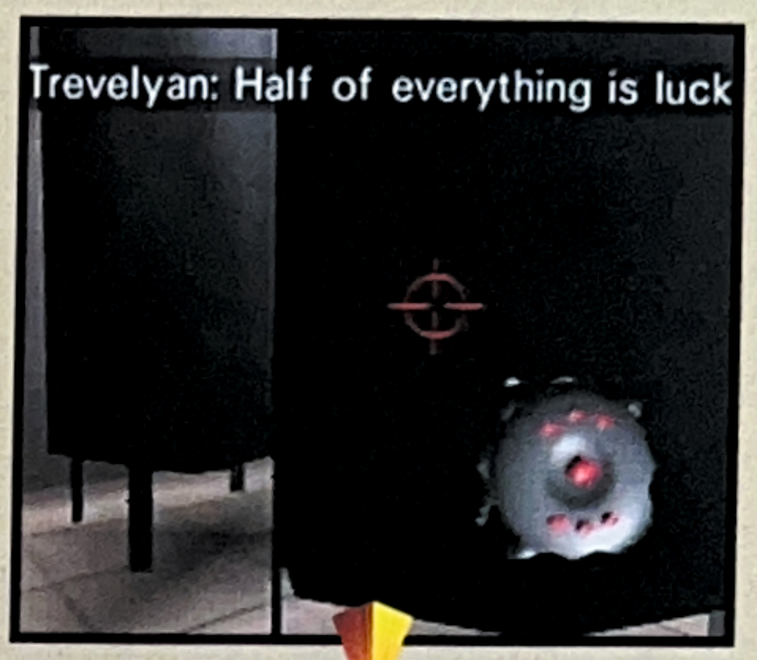
4 DESTROY THE TANKS IN THE BOTTLING ROOM

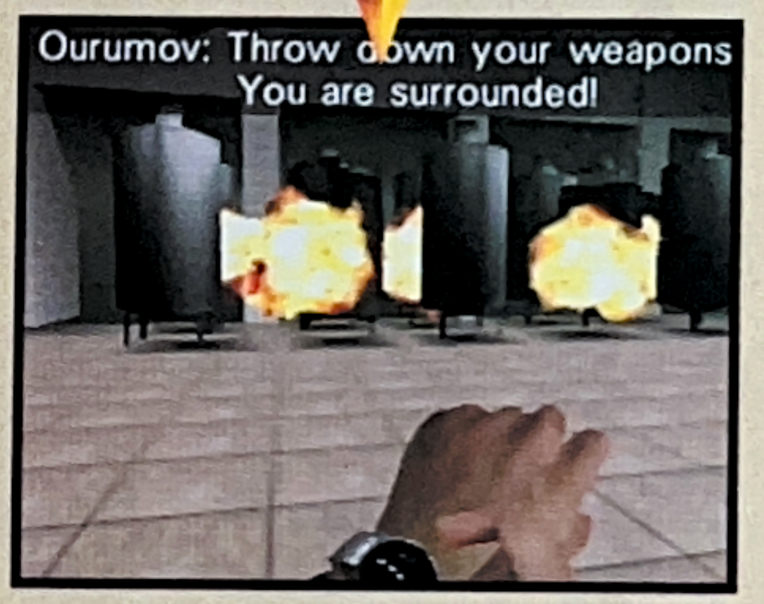
One mine must blow up at least two tanks. Place each mine on a tank so that it faces the tank in the other row. You can also use just three mines, placing a mine at each intersection of four tanks. Use your gun if you run out of mines.

Labs and Bottling Room



Only the Door Decoder will open this door in Secret Agent or 00 Agent level. Stand very close to the door, then trigger the Decoder.





Q BRANCH

Q Branch doesn't just sit about in labs thinking up fun things for you to destroy, 007. Dr. Doak is out in the field, risking his neck for this mission. His Door Decoder must be activated and triggered at close proximity to the bottling room door for it to work. Is that quite clear?